

NO JERSEY - NO NUMBER - NO PLAY - NO EXCEPTIONS

**CITY OF BURLINGTON
DEPARTMENT OF RECREATION AND PARKS
SOCCER RULES – Fall 2016**

I. DIRECTOR OF PROGRAM

The BRPD athletic staff will be in charge of the program and has the right to make any decision on matters not covered in these rules, change any rules, create new rules, or enforce any additional disciplinary actions or suspensions.

II. OBJECT AND PRINCIPLE

To provide recreational opportunities for participants and to extend, perfect and foster soccer; to uphold the aims and ideals of BRPD; and to encourage good sportsmanship. **Always remember that games are for the kids.**

III. DUTIES OF THE COACH

- A. To teach sportsmanship and soccer skills to all players and provide recreation opportunities to all.
- B. To be responsible for all equipment issued and its return to BRPD.
- C. Coaches will be responsible for the conduct of their players and spectators.
- D. Attend certification and league wide meetings. Obtain schedules (regular season /make-ups) and communicate the information to their team's parents/guardians.
- E. Coaches should make every attempt to play their games, no matter the opponent or weather conditions.

IV. ELIGIBILITY

Any boy or girl who meets the age requirement of the league they wish to play in. BRPD, through the use of birth certificates, will check each player's age.

League play will be divided into boys and girls as stated below. Age groups will be determined according to player's age as of **August 1, 2016**. New players must have their birth certificate checked by BRPD before they are eligible to register, practice, or play.

- | | | |
|----------------------|-----------------|------------------------------|
| • Bidy (U6) | Co-ed | 4 and 5 years old |
| • Peewee (U8) | Male and Female | 6 and 7 years old |
| • Mite (U10) | Male and Female | 8 and 9 years old |
| • Midget (U12) | Male and Female | 10 and 11 years old |
| • Intermediate (U14) | Male and Female | 12, 13, and 14 years old |
| • Junior (U18) | Male and Female | 15, 16, 17, and 18 years old |

In order for a player to "play up" into the next age division/league, the player's parent must submit a written request or fill out the "play up form" before that player may participate in practice or games.

NOTE: Players with disabilities will be allowed to "play down" one age division/league or may join the TOPSoccer program.

V. PLAYER FEES, REGISTRATION AND PLAYER SELECTION FOR TEAMS

At the beginning of the season, each player **MUST REGISTER** with BRPD. **Absolutely no one will be allowed to play or practice if they fail to register.**

- A. Player fees are subject to change each year. It will be determined by BRPD. Fees must be paid prior to practice or game participation.
- B. Players will be assigned a team by BRPD.
- C. Players are eligible to play with only one team within BRPD.
- D. Beginning with the 2010 season, any youth soccer team with five or more travel players will be moved up one LEAGUE level. For example, a Mite team with five or more travel league players will play in the Midget league. A Midget team with five or more travel league players will play in the Intermediate league.

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- E. Challenge and Classic players may participate in scheduled BRPD soccer matches as members of recreation teams.
- F. Each coach will be issued a roster with player name, age, parent name, telephone number and email address (if applicable).

VI. EQUIPMENT AND UNIFORMS

GAME BALL

League ball size is as follows:

- Biddy and Peewee: Number 3 ball for boys and girls
- Mite and Midget: Number 4 ball for boys and girls
- Intermediate and Junior: Number 5 ball for boys and girls

PLAYER EQUIPMENT

- Shin-guards with knee socks over them are required by all players
- Either soft molded cleats or tennis shoes are required
- **No metal cleats are allowed**
- Goal keepers must wear knee pads, elbow pads and a mouth piece

UNIFORMS

Every player must be in **matching** team uniforms to participate in game play.

- **NO JERSEY - NO NUMBER - NO PLAY -NO EXCEPTIONS**
- Uniforms shall be issued to each player before the season starts. For **Midget, Intermediate and Junior only, each player must be assigned a number at season start and keep that number for the duration of the season.** Coaches are required to list each player's name and assigned number on the document provided. **This document must be turned in to BRPD before your team's first game.**
- Uniforms shall consist of **matching** shorts or sweat pants, knee socks, and shirts, with a minimum of six (6) inch numbers on the back for all players (**numbers are required for midget, intermediate and junior**).
- The referee shall determine if there is a conflict of team colors. In the event of a conflict of team colors, the home team shall be required to change to an alternate jersey (pennies); numbers on the pennies shall not be required.
- Playing in "skins" will not be allowed. The goal keeper will wear a different colored shirt which will distinguish him/her from both team's players and from the referee.
- No hats or wrist bands will be worn during any match. Eye glasses can be worn but should be secured by a head strap. Approved eye protection may be worn by players.
- No jewelry, silly bands, necklaces, bracelets, earrings or any other items that may be dangerous in the opinion of the referee may be worn by any player. If a player is wearing any type of cast or brace, **there must be at least one (1) inch padding around it. No splint or brace with metal will be allowed.** Soft elastic bandage wraps or soft supports with Velcro for the protection of the knee may be allowed. Before the game, the center referee must approve it and that will be based on if he/she thinks it poses any injury risk to a player.

NOTE: Any hard/plastic medical brace/cast/mask being used must be approved by BRPD before that player can participate in games.

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VII. GENERAL RULES

A. LEAGUE ROSTER AND SCHEDULES

BRPD will set up leagues and draw up schedules.

B. ASSIGNING PLAYERS TO TEAMS

- Immediate past season's team assignment (if requested as so and if the coach is returning)
- Player's choice (where possible- decision made by coach and max rosters)
- Geographic area/school zone

C. NUMBER OF PLAYERS PER TEAM

- The Bidy league will have a maximum of ten (10) players. Minimum should be four (4).
- The Peewee league will have a maximum of twelve (12) players. Minimum should be six (6) players.
- The Mite league will have a maximum of fourteen (14) players. Minimum should be eight (8) players.
- The Midget league will have a maximum of sixteen (16). Minimum should be ten (10).
- The Intermediate and Junior leagues will have a maximum of seventeen (17) players. Minimum should be eleven (11) players.

NOTE: Any temporary changes in these provisions will be made by BRPD

D. PRACTICE(S) PER WEEK

- Coaches may reserve the fields for practice only through BRPD
- Only two (2) practice times per week are allowed. You may choose one (1), two (2) hour practice, OR two (2), one (1) hour practices
- One practice must occur Monday-Thursday and the other must occur Friday, Saturday or Sunday

E. MERCY RULE

Bidy and Peewee - Not applicable, score is not kept

Mite and Midget - When the game reaches a differential of six goals, at the fifteen minute mark into the second half, the game will be called and the score will be recorded at the 10 left minute mark as the final score

Intermediate and Junior - When the game reaches a differential of six goals, at the fifteen minute mark into the second half, the game will be called and the score will be recorded at the 15 left minute mark as the final score

Example: 6-0, 7-1, 8-2. Each listed is a differential of six (6). No game shall be stopped before the 10/15 minute left mark as noted above. No game shall play past the point of the official final score.

F. GAME LOCATIONS

Games will be played at Davidson Park, Springwood Park and Fairchild Park.

G. DURATION OF GAMES FOR BOYS AND GIRLS

Bidy league: 32 minutes

- Two (2) 16 minute halves
- Five (5) minute halftime period

Peewee league: 40 minutes

- Two (2) 20 minute halves
- Five (5) minute halftime period

Mite and Midget league: 50 minutes

- Two (2) 25 minute halves
- Five (5) minute halftime period

Intermediate and Junior league: 60 minutes

- Two (2) 30 minute halves
- Five (5) minute halftime period

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H. PLAYER INJURY

In case of an injury, the referee may stop play but will not stop the game clock. Time may be extended only by the referee's discretion. Coaches are allowed on the field when the referee has stopped play for injury and has signaled the coach that he/she may step on the field.

I. WEATHER CANCELATIONS

- In case of extreme weather conditions, a match will be called off by 4pm the day of the game. BRPD will notify coaches via Notify Me and the leisure line.
- After 4pm, a game time decision will be made by the site supervisor and officials. **TEAMS MUST REPORT TO THE FIELD FOR THE DECISION** if the game has **NOT** been called off by 4pm.
- For information on cancellations and rescheduling of games, register for Notify Me on the city website.

J. POSTPONED GAMES FROM WEATHER

- If games are stopped before the first half is complete, the game will be rescheduled and time and score will be reset. The game will not be played from where it was interrupted.
- If the game is stopped at half time or later it will be considered a complete game.
- If the game is not played at all, it will be rescheduled.

K. TEAM CANCELATIONS

If you must cancel a game for any reason, you will need to notify BRPD **24 hours in advance**.

L. MAKE-UP GAMES

Games will be made up whenever rescheduled by BRPD. Teams must be available for make-up games. Any team that fails to show up for any scheduled or rescheduled game(s) will forfeit that game and it will not be rescheduled.

M. FIELD OF PLAY

Each league/division will play on various size fields.

- Bidy (U6): 20 yards x 30 yards
- Peewee (U8): 25 yards x 40 yards
- Mite (U10): 50 yards by 70 yards
- Midget (U12): 60 yards x 110 yards
- Intermediate (U14) and Junior (U18): 70 yards x 110 yards

NOTE: The goal dimensions for all divisions will conform to USSF regulations. It may be smaller for the Bidy and Peewee.

NOTE: The penalty area shall be an eighteen yard area and the penalty shot mark shall be twelve yards from the goal. Peewee and Mite - penalty area 15 yards, penalty shot 9 yards (Mites only).

N. TEAM BENCH AREA

- The "team" side of the field shall be divided into two (2) equal team bench areas separated by the mid field line.
- Each coach is responsible for keeping themselves, two assistants, and reserve players within their respective team bench areas during the match.
- **No parents are allowed on/behind the team benches** (unless attending to an injured player) **OR behind the goal areas.**
- Both team benches will have boundary lines that each coach and player must adhere to. The lines are there for the safety of all participants as well as game management.
- No coach (head or assistant) will be allowed to walk either end line or be on the spectator side during their team's match.

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O. GRACE PERIOD

There will be a **5-minute grace period** allowed for the **first scheduled game time only**. **All players must be on the field at game time** (not in the parking lot, restrooms, etc.). If both teams have the minimum number of players to start at game time, then the grace period does not apply.

P. GAME PARTICIPATION

Each team member must play at least one half of each half unless declared ineligible to the referee and the opposing head coach at the start of the game due to one of the following:

- Failure to attend practice sessions
- Injury
- Misconduct

If a player arrives after the beginning of the game there is no player requirement in the first half but they are still required to play in the second half. There is no play requirement for any player who arrives after the second half of the game has begun.

Q. SCORE SHEETS AND TIMEKEEPERS

- Center referees are the official scorekeepers. **Both head coaches are required to sign the score sheets after the game** without any confrontation toward each other, referees or site supervisors.
- Center referees are the official timekeepers.

R. REFEREES

- Bidy – Coach for each team and an appointed timekeeper by BRPD.
- Pee wee – One (1) center referee. In the event a referee is not present at a pee wee game, a coach of each participating team shall referee their half of the field.
- Mite, Midget, Intermediate and Junior: Two (2) center referees or one (1) center referee and two (2) assistant referees (this is based on the availability of officials).

S. PROTESTS

1. No protests will be allowed except on ineligible players. Rulings or judgment calls are final.

A. Teams using ineligible coaches/players will automatically forfeit the game in question and be ejected. No appeal will be allowed.

B. An ineligible player is someone who is not officially registered, is not on the team roster in question, has been ejected from the game or from the previous game, or is too old to play in that league (you will need proof- birth certificate, driver's license, roster from site supervisor).

C. An ineligible coach is someone who is not officially registered or has been ejected from the game or ejected from the previous game.

NOTE: If a coach, player, parent or spectator attends the next game after being ejected in the previous game (anywhere on facility or city property), that team will forfeit the current game. Deliberate violations of playing rules or policies will cause further suspension to any coach, player, parent or spectator by BRPD.

T. TOBACCO PRODUCTS/SMOKING

None of any kind will be permitted on the playing field or team area. This includes e-cigarettes.

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

U. ALCOHOLIC BEVERAGES

None of any kind will be permitted on city property (fields, bleachers or parking lot)

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

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VIII. GENERAL PLAYING RULES

A. PLAYING RULES

Match play will be regulated by **USSF Rules with modifications.**

MODIFICATION: In Bidy, Peewee and Mite, both boys and girls, slide tackling and heading are illegal, even if done correctly.

PENALTY: An indirect free kick for the opponent at the spot of the infraction. In Mites, a player may be carded based on the infraction.

B. STARTING GAMES

- Have your players ready to go 10 minutes before the scheduled game time.
- Once both teams have the minimum number of players present, the game should start. Games should not begin before their scheduled time unless both head coaches agree.
- **There is a five (5) minute grace period in effect for the first scheduled game time.** Keep in mind that some fields start at different times.
- The grace period rule is being put into effect to help avoid forfeits, not to hold up games for a coach or player to get to the field. A parent coach or the assistant coach should step up if the head coach is not available.
- Any team without the minimum number of players (see section below) on the field at game time, will automatically forfeit.

C. NUMBER OF GAME PLAYERS

Games shall be played by two (2) teams. Each team must have the minimum amount of players in order to start/play the scheduled game.

- Bidy: Four (4) players to start the game/ Four (4) on Four (4) playing the game
- Peewee Five (5) players to start the game/ Six (6) on six (6) playing the game
- Mite: Six (6) players to start the game/ Eight (8) on Eight (8) playing the game
- Midget: Seven (7) players to start the game/ Ten (10) on Ten (10) playing the game
- Intermediate and Junior: Seven (7) players to start the game/ Eleven (11) on Eleven (11) playing the game

NOTE: In all player number situations, a mutual agreement between coaches can change the starting number of players to 7, 8, 9, 10, or 11. **Before the game starts, both coaches must meet with the center referee and agree on the same number of players to be used for the entire game.** If an agreement cannot be made, the player number rule listed in each league will take effect. Once the agreement is made and the game starts, there will be no changes in the number of players on the field.

D. SUBSTITUTION

All leagues will use free substitution. This ruling allows for every individual to play minimum of half a game, yet still allows some players to play three (3) quarters of a match or a full match. Failure of a team to follow the participation and/or substitution rule may result in a forfeit of the game and/or disciplinary action against the coach.

Bidy, Peewee, Mite, Midget, Intermediate and Junior age groups: Free substitution

- Throw in (either team) when team with ball is up
- Goal kick (either team)
- Injury (your team) (one for one)
- Yellow card (your team)
- Goal is scored (either team)
- At half time
- Injury or sickness
- When a player receives a yellow or red card (Non-compulsory)

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NOTE: No player is allowed to run onto the field without the referee's permission. Any violation will be a yellow card offense.

- A player who is being substituted for will have to leave the field of play before the substitute can enter the field of play.
- Playing 12 players on the field will be a verbal warning to the coach and any goal that is scored while the team has 12 players on the field will be nullified.
- A player receiving a red card is out of the game and the team must continue play with one less player for the remainder of the game.

IX. CODE OF CONDUCT

We the adults have to remind ourselves that this is only a game. We are all here for the well-being of the players. We must work together as coaches, parents and referees to display good sportsmanship and be a positive roll model at all times.

Please remember:

1. **These are kids**
2. **This is only a game**
3. **Coaches are volunteers**
4. **Referees are human**
5. **No one is playing for the World Cup**

Unsportsmanlike Conduct:

- A. Any questions the head coach may have must be addressed in a calm sportsmanlike manner to the center referee (**not assistant referees**). **Questions will be addressed during the next dead ball and not when the ball is in play.**
- B. No coach, player, parent or spectator is allowed to address any assistant referee.
- C. No profanity, criticizing, insulting, using abusive and vulgar language or using gestures toward anyone including referees.
- D. No taunting, bating, trash talking, arguing, threatening, or using any intimidating tactics.
- E. No racial comments toward any coach, player or referee will be tolerated.
- F. Disrespectfully addressing any referee.
- G. **No assistant coach will be allowed to question, argue or dispute any call by the referee.** The head coach may ask respectfully but not argue or dispute the ruling.
- H. Attempting to influence a decision made by any referee.
- I. Showing the rules to any referee.
- J. Indicating objections to any referee's decision.
- K. Failure to comply with any referee's decision.
- L. Head coaches, assistant coaches, players or spectators arguing or disputing calls.
- M. Any coach, player or spectator encouraging rough or dirty play.
- N. Confronting or attacking any player, coach or referee before, during or after the game on the field or parking lot.
- O. Confronting any site supervisor, commissioner, city official, or BRPD staff.
- P. No coach, player, parent or spectator is allowed on the field unless signaled in by the referee.
- Q. No coach, player, parent or spectator is allowed outside the boundary lines or behind the goal area.
- R. No spectator is allowed behind the goal lines or on the same side of the field as the teams during the course of a game.
- S. Players participating in a fight:
 1. Any player who initiates, participates or leaves the bench area is in violation.
 2. All players on the field must immediately report to their bench area. Failing to do so, even if not participating in the fight, will be a violation.
- T. Coaches participating in a fight:
 1. Any coach who initiates or participates is in violation.
 2. Any coach is **NOT** in violation if he/she tries to break up the fight.
(Coaches must try to separate their own players)
- U. Spectators participating in a fight:
 1. Any spectator who initiates or participates is in violation.

ADDITIONAL PLAYER ON PLAYER UNSPORTSMANLIKE CONDUCT:

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A player who commits any of the following offenses:

1. Trips an opponent- i.e. throwing or attempting to throw by the use of the legs or by stooping in front of or behind him.
2. Kicks or attempts to kick an opponent.
3. Jumps at an opponent.
4. Charges an opponent in a violent or dangerous manner.
5. Charges an opponent from behind unless the latter is obstructing - i.e. a player deliberately turns his/her back to an opponent when he/she is about to be tackled (player may be charged but not in a dangerous manner).
6. Strikes, attempts to strike, or spits at/on.
7. Holds an opponent.
8. Pushes an opponent.
9. Handles the ball - i.e. carries, strikes or propels the ball with his hand or arm (this does not apply to the goal keeper).
10. Playing in a manner considered by the referee to be dangerous- i.e. attempting to kick the ball while held by the goal keeper. When a player has fallen down and attempts to kick the ball or does not try to regain his/her feet, he/she will be considered playing in a dangerous manner and a free-kick will be awarded to the opposing team.
11. When not playing the ball, obstructing an opponent- i.e. running between opponents while he/she is taking a free kick.
12. Charging- i.e. with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it.
13. When the goal keeper has taken possession of the ball within their penalty area- i.e. has both hands on the ball, he/she must have an opportunity to go forward.
14. Charging the goal keeper after he/she has control of the ball.

EJECTIONS:

1. Referees have complete authority for what constitutes misconduct. **No warnings have to be issued for anyone to be ejected due to misconduct.**
2. Any coach, player, parent or spectator that violates any of the conduct policies will be in violation.
3. Cards issued by referee:
 - Yellow Card – caution
 - Red Card - ejection from game
 - Two (2) Yellow Cards equals one (1) Red Card – ejection from game
4. A player being red carded or a coach having received two (2) verbal warnings will have to leave the field of play, technical area and vicinity immediately. Any delay will result in a forfeit win to the opposing team.
5. If a player receives a red card in a game, that player will sit out the remainder of the game and the team will play down a player. If a player receives two (2) red cards in one (1) season, that player will be ejected for the remainder of that season.
6. **If a player receives a yellow card in a game, it is mandatory for the coach to take that player out for a play. If a player receives three (3) yellow cards in one season, that player will be ejected for the remainder of that season.**
7. Any coach that plays an ineligible player will be subject to disciplinary action. All games the player participates in will be forfeited since the player is ineligible. Rosters will be at each facility. If there is a player(s) in question, notify the official, he/she will retrieve the roster from the facility's office. Teams can only be protested for more players in uniform than on the roster, for a player that you suspect is not on the roster in question, a player who was ejected from the previous game, or for a player you suspect is too old to participate in that league (would need proof- driver's license, Ident-A-Kid Card, birth certificate).
8. **If a coach is caught cheating at any point, that coach will be banned indefinitely from coaching any youth athletic leagues/sports for BRPD.**
9. Any coach, player, parent, or spectator that is ejected must immediately leave the premises without any further disturbance.
10. Anyone ejected cannot be anywhere on the property including the parking lot for any reason or on any city property. Failure to do so results in their team forfeiting the current game. The ejected party cannot come back on or to the field after the game.
11. When a coach, player, parent or spectator is ejected, **the head coach or acting head coach must immediately surrender the name of the person ejected. Failure to do so results in the coach or acting coach serving the ejection in their place.**
12. When a coach, player, parent, or spectator is ejected, **their child is not eligible to play for the duration of that game.**

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13. When a coach, parent or spectator is ejected with less than 10 minutes to go, or after the game, their child is not eligible to play in the next scheduled game.
14. The ejected party will serve an additional one (1) game suspension and further suspension will be implemented if their actions are severe enough.
15. BRPD will have complete authority to decide what incidents and/or suspensions are implemented and have the right to add any additional suspensions. All decisions made are final and cannot be protested or disputed.
16. Any two (2) ejections/suspensions by any one (1) participant, coach, player, parent or spectator in the same season will automatically suspend that person for the remainder of the season.
17. Any ejection or suspension toward the end of the year will be implemented in the following season.
18. Use of any tobacco products or alcoholic beverages in any form is prohibited on city property.
19. All decisions will be final and cannot be protested.

BIDDY LEAGUE RULES

All rules as stated by BRPD will apply to the league with the following exceptions, changes or additions.

NO OFFICIAL SCORE OR RECORDS WILL BE KEPT IN THIS LEAGUE

LEAGUE AND AGE GROUPS

Co-ed league for participants under six (6) years of age as of August 1, 2016

A. FIELD MARKINGS:

- Distinctive lines not more than five (5) inches wide
- A halfway line shall be marked out across the field
- A center circle with a five (5) yard radius
- Four (4) corner arcs with a two (2) foot radius
- Goal area - five (5) yards from each goal post and five (5) yards into the field of play joined by a line drawn parallel with the goal-line

GOALS

- Maximum: Five (5) feet high and ten (10) feet wide
- Minimum: Size of hockey goals

B. GAME BALL

Number 3 will be used

C. NUMBER OF PLAYERS

The maximum number of players on the field at any one time is four (4). You may NOT play 5v5 or play with a goalie.

D. PLAYING TIME

Each player shall play a minimum of one-half of a game. Coaches may use "Free Substitution" rule.

E. PLAYER EQUIPMENT

- Shin-guards with long knee socks over them
- Tennis shoes or soft cleated soccer shoes

F. REFEREE

- A parent, coach or assistant coach from each team on the field at all times
- Coach's decision on points of fact connected with the game shall be final
- All rule infractions shall be briefly explained to the offending player
- One (1) coach or parent from each team is allowed out-of-bounds next to (not directly behind) their team's goal to give instruction to the team while on that end of the field.

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G. DURATION OF THE GAME

- The game shall be divided into two (2), equal sixteen (16) minute halves
- There shall be a half-time break of five (5) minutes

H. START OF PLAY

- The visiting team shall choose to kick-off or which goal to defend. When the visiting team has chosen either to kick or defend, the home team shall take whichever is left. Opponents must be six (6) yards from the center mark while kick-off is in progress.

I. BALL OUT OF PLAY

- When the whole of the ball has crossed the whole of the touch line, goal-line, or has been whistled dead by the coach.

J. METHOD OF SCORING

- Do not record the final score

K. OFF-SIDES

- There shall be no off-sides; however, no player may remain inside his opponent's goal box unless the ball is also inside the goal box. Penalty is an indirect free kick from the spot of infraction

L. FOULS AND MISCONDUCT

- Unsportsmanlike conduct policy will be used
- All fouls will result in an indirect free kick with the opponents five (5) yards away
- The coach must explain all infractions to the offending player

M. FREE KICKS

- Shall be classified under one heading - INDIRECT
- A goal may not be scored until the ball has been played or touched by a second player of either team
- No kicks shall be taken by the attacking team within the defending team's goal box
- If a player of the opposing team encroaches within five (5) yards of the ball before a free-kick is taken, the coach shall delay the taking of the kick until the rule is complied.
- The ball must be stationary when the kick is taken. The kicker shall not play the ball a second time. This includes the start of the game and the restart after a goal is scored. Penalty for this infringement is an indirect free kick and will be awarded the opposing team at the point the infringement is committed.

N. PENALTY KICKS

- No penalty kicks are to be taken

O. THROW-INS

- When the whole of the ball passes over the whole of the touch-line, either in the air or on the ground, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line. The thrower shall use both hands and shall deliver the ball from behind and over the head. The ball shall be in play after it enters the field of play, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored directly from a throw-in. A second throw-in must be allowed if a player commits a foul on the initial attempt. The coach shall explain the proper method before allowing the player to re-throw.

P. GOAL KICK

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- When the whole of the ball passes over the whole of the goal-line excluding the portion between the goal-posts, either in the air or on the ground, having been played by one of the attacking players, it should be kicked directly into play from a point within that half of the goal box nearest to where it crossed the line, by a player of the defending team. The kicker shall not touch the ball a second time until it has touched or been played by another player. A goal may not be scored direct from such a kick. Attacking players must be five (5) yards from ball when the kick is taken.

Q. CORNER KICK

- When the whole of the ball passes over the whole of the goal-line excluding the portion between the goal posts, either in the air or on the ground, having been played by the defending team, a member of the attacking team shall take a corner kick (i.e. The whole of the ball shall be placed within the quarter circle at the nearest corner, it shall be kicked from that position). A goal may be scored from such a kick. Players of the opposing team may not approach within five (5) yards of the ball until it is in play, nor shall the kicker play the ball a second time until it has been touched or played by another player.

S. ADDITIONAL POLICIES

- As of spring 2016, per USSF rules, there will be no heading allowed in games or practice.
- On a goal kick, all players for the opposing team need to be at midfield before the kick is taken. Once the kick is taken, the players from the opposing team can play the ball.
- Opposing coaches and players should shake hands after each game
- Do not record final score or league standings
- Parents and spectators should be on the team side of field not less than three (3) yards from touchline. Parents and spectators are not allowed to sit or stand behind the team bench, along the goal-lines or behind the goals. This is for the safety of everyone. No individual is allowed to run the whole touch-line and goal-line whether coach, parent or spectator.

PEEWEE LEAGUE RULES

All rules as stated by BRPD will apply to the league with the following exceptions, changes or additions
NO OFFICIAL SCORE OR RECORDS WILL BE KEPT IN THIS LEAGUE

LEAGUE AND AGE GROUPS

Co-ed league for participants under eight (8) years of age as of August 1, 2016

A. FIELD MARKINGS

- Distinctive lines not more than five (5) inches wide
- A halfway line shall be marked out across the field
- A center circle with six (6) yard radius
- Four (4) corner arcs
- Goal area - seven (7) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal-line.

B. GOALS

Maximum: Six (6) feet high and eighteen (18) feet wide

C. GAME BALL

Number 3 will be used

D. NUMBER OF PLAYERS

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Maximum number of players per team on the field at any one time is six (6), one of whom is the goalkeeper.

E. PLAYER EQUIPMENT

- Shin-guards with long knee socks over them
- Tennis shoes or soft cleated soccer shoes

F. REFEREE

- One (1) center referee
- One (1) parent or coach from each team will serve as the referee if one cannot be provided due to availability, sickness, or emergency
- Referee's decisions on points of fact connected with the game shall be final
- All rule infractions shall be briefly explained to the offending player

G. DURATION OF GAME

Peewee leagues: 40 minutes

- Two (2) 20 minute halves
- Five (5) minute halftime period

NOTE: It is mandatory that players play at least half the game

H. START OF PLAY

Conform to USSF with the following exception:

- Opponents must be at least six (6) yards from the center mark while kickoff is in progress.

I. BALL IN AND OUT OF PLAY

Conform to USSF rules

J. METHOD OF SCORING

Do not record the final score

K. OFF-SIDES

If an offensive player is standing (camped out) within the 15 yard box of the opponent when the ball is not in the area he or she is in an offside position. If in the opinion of the referee that the offensive player becomes involved in the play of the ball he or she should be called offside (the intent of this rule is to discourage players being placed (camped out) inside the 15 and waiting for the ball to be played up field to them). Offsides must be determined at the time the ball is kicked, not when it is received.

L. FOULS AND MISCONDUCT

Conform to USSF rules with the following exceptions:

- Unsportsmanlike conduct policy will be used
- All fouls results in **INDIRECT FREE KICK** with the opponents at least six (6) yards away
- The referee must briefly explain ALL infractions to the offending player
- No ejections shall be issued to players but players can be mandated to sit out due to rough/aggressive play (referee's discretion)- player can be replaced by a substitute

M. FREE KICKS

Conform to USSF rules with the following exceptions:

- Shall be classified under one heading – **INDIRECT**
- A goal may not be scored until the ball has been played or touched by a second player of either team
- No kicks shall be taken by the attacking team within the defending team's goal box

N. PENALTY KICKS

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No penalty kicks are to be taken during these games

O. THROW-IN

Conform to USSF rules with the following exception: A second throw-in must be allowed if the player commits a foul on initial attempt. The referee shall explain the proper method before allowing the player to re-throw.

P. GOAL KICK

Conform to USSF rules with the following exceptions:

- Goal kick may be taken from any point along the goal box line
- Opponents must stay outside the 15-yard line until the ball crosses that line

Q. CORNER KICK

Conform to USSF rules with the following exception:

- Opponents must be at least six (6) yards away from the ball

R. GOALIE RELEASE

After gaining control of the ball, the goalie may proceed out as far as the 15-yard line before releasing the ball to a teammate. This rule was put into effect to relieve the congestion of players in front of the goal.

S. NO SLIDE TACKLING ALLOWED

PENALTY: Indirect free kick from spot of infraction

T. ADDITIONAL POLICIES

- As of spring 2016, per USSF rules, there will be no heading allowed in games or practice.
- As of spring 2016, for first two weeks of the season only, head coaches may be on the field to direct their own players but should remain within 5 yards of the sideline. After the first two weeks, coaches will need to remain in their coaching boxes. In their position on the field, coaches shall refrain from dissenting against the referee's decisions.
- On a goal kick, all players for the opposing team need to be at midfield before the kick is taken. Once the kick is taken, the players from the opposing team can play the ball.
- On a goal keeper save, through the run of play, the players on the opposing team need to permit the goalkeeper to play the ball wide to their teammates before they can intercept the ball.
- Once the subs are made and out of the field, the remaining players can get water/Gatorade. All returning players must be back out on the field, ready to play by the end of the break.

MITE LEAGUE RULES

Mite plays by USSF rules with one exception; there is NO slide tackling.

As of spring 2016, per USSF rules, there will be no heading allowed in games or practice.

Midget, Intermediate, and Junior leagues are played by USSF rules. New heading rule does not apply to these leagues.

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CODE OF ETHICS-FALL SOCCER 2016

This season, the code of ethics is "signed" during the registration process. Below is what your player's parents agreed to. This is a reference for you in case you need to reiterate this with any parent or spectator.

Parents have a responsibility to the coaches.

Be supportive of their decisions.

Do not undermine their efforts.

If you do not agree with a coach you are free to tell the coach at the right time and place and not in front of others.

Parents/Spectators have a responsibility to other parents/spectators.

Good plays should be cheered and disappointments deserve to be consoled no matter whose team it affects.

Taunting and laughing is never acceptable.

Parents have a responsibility to themselves.

It is your responsibility to calmly and respectfully watch your child and other children participate, learn and have fun.

Parents have a responsibility to the league.

BRPD staff cannot be at all games and practices. To assist our staff in maintaining the intended positive nature of this program, we ask that you report any behavior or unfavorable situation that arises.

****continue to next page for player jersey numbers (midget, intermediate and junior coaches only)**

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PLAYER JERSEY NUMBERS (MIDGET, INTERMEDIATE AND JUNIOR ONLY)- FALL 2016

This copy is due to BRPD before the first game or you will forfeit until it's completed

Players are to wear the same jersey number throughout the entire season

Your signature is required- this is so I know you understand the above statements and agree to these statements

TEAM/LEAGUE

DATE:

HEAD COACH NAME (print) AND SIGNATURE (sign)

DATE:

ASSISTANT COACH NAME (print) AND SIGNATURE (sign)

Print player's full name and the jersey number they will wear for the entire season.

1. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
2. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
3. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
4. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
5. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
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10. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
11. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
12. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
13. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
14. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
15. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
16. PLAYER FULL NAME: _____ JERSEY NUMBER: _____
17. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

NO JERSEY - NO NUMBER - NO PLAY - NO EXCEPTIONS